

**IN THE CLAIMS:**

Please amend the claims as follows.

1.-6 (canceled)

7. (previously presented) A game system having, in a related fashion, a game apparatus having a game program storage device storing a game program, a processing device for executing the game program, and a display device to display an image based on the result of processing by the processing device, comprising:

- a housing to be held by a player; and
- a change-state detecting device related to said housing for detecting at least one of an amount and a direction of a change applied to said housing,

wherein said game program storage device stores game space data including image data to display a space for game play, and a display control program causes said display device to display a game space based on the game space data;

a simulation program provides simulation based on an output of said change-state detecting device such that a state of the game space is changed related to at least one of a change amount and a change direction applied to said housing;

said change-state detecting device is to detect, as said at least one change amount and change direction, at least one of an amount and a direction of a tilt applied to said housing, and

said simulation program provides simulation related to the at least one of an amount and a direction of a tilt applied to said housing such that the game space is put into a tilted state;

said housing is a housing of said game apparatus, and

said game apparatus is a portable game apparatus having said display device provided integrally on one main surface of said housing;

said game program storage device is accommodated in a cartridge and detachably loaded in said housing of said portable game apparatus, and

said change-state detecting device is accommodated in said cartridge for detecting at least one of an amount and a direction of a change applied to said housing of said portable game apparatus.

8. (previously presented) A game system according to claim 7, wherein said change-state detecting device is for detecting an operation as a tool due to a change state applied to said housing of said portable game apparatus,

said game program storage device includes a character data storage section to display a moving character movable on the game space,

the game space data being image data providing a display associating a tool having a function of controlling a movement of the moving character displayed on the game space, and

said game program storage device including a character control program to read out a moving character stored in said character data storage section and enable processing related to at least one of a change amount and a change direction applied to said housing

based on an output of said change-state detecting device such that a display state of the moving character is under control of the tool.

9.-27 (canceled)

28. (previously presented) A game system comprising:

a game apparatus having a game program memory storing a game program  
and game space data including image data to display a space for game play;

a processor for executing the game program;

a display to display an image based on a result of execution by the  
processor;

a housing to be held by a player; and

a change-state detector related to said housing for detecting at least one of  
an amount and a direction of a change applied to said housing,

wherein a display control program causes said display to display a game space  
based on the game space data;

a simulation program provides simulation based on an output of said change-state  
detector such that a state of the game space is changed related to at least one of a change  
amount and a change direction applied to said housing;

said change-state detector detects, as said at least one change amount and change  
direction, at least one of an amount and a direction of a tilt applied to said housing,

said simulation program simulates the game space in a manner related to the at least one of an amount and a direction of a tilt applied to said housing such that the game space is put into a tilted state;

said housing is a housing of said game apparatus, and

said game apparatus is a portable game apparatus having said display provided integrally on one main surface of said housing;

said game program memory is accommodated in a cartridge and detachably loaded in said housing of said portable game apparatus, and

said change-state detector is accommodated in said cartridge for detecting at least one of an amount and a direction of a change applied to said housing of said portable game apparatus.

29. (previously presented) A game system according to claim 28, wherein:

said change-state detector detects an operation as a tool due to a change state applied to said housing of said portable game apparatus,

said game program memory includes a character data storage section to display a moving character movable on the game space,

the game space data being image data provides a display associating a tool having a function of controlling a movement of the moving character displayed on the game space, and

said game program storage memory includes a character control program to read out a moving character stored in said character data storage section and enable processing related to at least one of a change amount and a change direction applied to said housing

based on an output of said change-state detector such that a display state of the moving character is under control of the tool.

30.-42. (canceled)

43. (previously presented) A game system having, in a related fashion, a game apparatus having a game program storage device storing a game program, a processing device for executing the game program, and a display device to display an image based on the result of processing by the processing device, comprising:

a housing to be held by a player; and

a change-state detecting device related to said housing for detecting at least one of an amount and a direction of a change applied to said housing,

wherein said game program storage device stores game space data including image data to display a space for game play, and a display control program causes said display device to display a game space based on the game space data;

a simulation program provides simulation based on an output of said change-state detecting device such that a state of the game space is changed related to at least one of a change amount and a change direction applied to said housing;

said change-state detecting device is to detect, as said at least one change amount and change direction, at least one of an amount and a direction of a tilt applied to said housing, and

said simulation program provides simulation related to the at least one of an amount and a direction of a tilt applied to said housing such that the game space is put into a tilted state;

said housing is a housing of said game apparatus, and

said game apparatus is a portable game apparatus having said display device provided integrally on one main surface of said housing;

said game program storage device is accommodated in a cartridge and detachably loaded in said housing of said portable game apparatus, and

said change-state detecting device comprises at least one tilt detecting sensor enclosed within the cartridge for detecting at least one of an amount and a direction of a change applied to said housing of said portable game apparatus.

44. (previously presented) A game system comprising:

a game apparatus having a game program memory storing a game program and game space data including image data to display a space for game play;

a processor for executing the game program;

a display to display an image based on a result of execution by the processor;

a housing to be held by a player; and

a change-state detector related to said housing for detecting at least one of an amount and a direction of a change applied to said housing,

wherein a display control program causes said display to display a game space based on the game space data;

a simulation program provides simulation based on an output of said change-state detector such that a state of the game space is changed related to at least one of a change amount and a change direction applied to said housing;

said change-state detector detects, as said at least one change amount and change direction, at least one of an amount and a direction of a tilt applied to said housing,

said simulation program simulates the game space in a manner related to the at least one of an amount and a direction of a tilt applied to said housing such that the game space is put into a tilted state;

said housing is a housing of said game apparatus, and

said game apparatus is a portable game apparatus having said display provided integrally on one main surface of said housing;

said game program memory is accommodated in a cartridge and detachably loaded in said housing of said portable game apparatus, and

said change-state detector comprises at least one tilt detecting sensor enclosed within the cartridge for detecting at least one of an amount and a direction of a change applied to said housing of said portable game apparatus.

Claims 45.-64. (canceled)